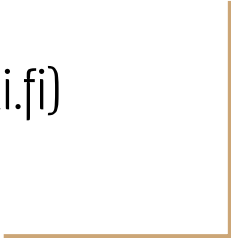




Week 4: Discussion Session

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Agenda

1. Discussion
2. Forming groups
3. Group project
4. This week's exercises
5. Contents of the last lecture

FACE Model (Pease and Colton)

Consider the agent class you have implemented during the course. How would you describe it with FACE model:

- F: framing
- A: aesthetics
- C: concept
- E: expression

What about the whole system, if we consider the set of vote winning artifacts as the output of the system?

Forming groups

- Groups should have 3-4 persons
- Preference on distributing the expertise

Group Project

Group project's details are in [github](#).

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Even though you have free hands to choose the topic, do so early. You should have the topic fixed on next week's Monday (28.11.).

Choose the Topic Early

- Groups have a forum in [Moodle](#) (in the Project section)
- Each group should make a thread in the forum for their project
 - Group name, members, URL to repository, URL to documentation (can be added later)
- **Make a post about your preliminary topic at the latest on Friday 25.11.!**
 - A few sentences is enough.
- You can get help for choosing the topic on this week's workshop session (Fri 25.11. 14-16)
- On Monday 28.11. groups present their topics

Fourth Exercises

Can be found also from [github](#).

Less implementation, more reflection.

Contents of the Last Lecture

- What you would like to hear more?
- Intention is to go through some (creative) multi-agent system examples

SPECS (Jordanous)

Consider the agent class you have implemented during the course. Evaluate your agent with SPECS:

1. Define creativity
 - a. General creativity and domain dependent aspects
2. Describe the standards for evaluation (using the definition of creativity)
3. Test it against standards (formulated in the previous step)

What about the whole system, if we consider the set of vote winning artifacts as the output of the system?

Key Aspects of Creativity

Active involvement and persistence

Dealing with uncertainty

General intellectual ability

Intention and emotional involvement

Progression and development

Spontaneity / Subconscious processing

Value

Key themes
and factors
of creativity

Generation of results

Domain competence

Independence and freedom

Originality

Social interaction and communication

Thinking and evaluation

Variety, divergence and experimentation